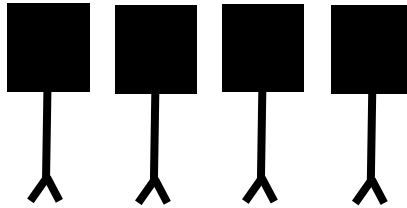


# ***Rio Salado Cowboys***

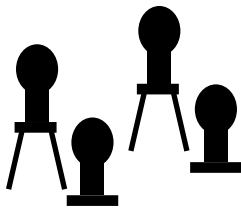
## *Stage Conventions*

1. Rio Salado Cowboys “default” starting position is “at the ready”, unless stated otherwise in the stage descriptions. At the Ready has the shooter standing any way they desire, not touching guns or ammo.
2. There are no stages where you must start at the SASS default. The shooter may stand in any way they desire as long as their hands are where indicated in the stage descriptions. Example: if hands on hat or on window frame, etc.
3. When instructed to shoot from a specific position (example: through a window, between 2 positions, one side of prop), it means the guns must be shot from that position. The position of the shooter is irrelevant. That means NO Foot Faults.
4. When stage instructions note: “repeat”, it means repeat the instructions.
5. Comstock rules: All shotgun targets MAY be re-engaged per SASS Comstock rules. Shotgun targets may be re-engaged at the end of the shotgun string or the moment they are missed, unless stage instructions say otherwise. They must be knocked down in the position or positions as indicated in the stage instructions.
6. Do not shoot the stage props. They are not expendable unless specifically identified as such. A shooter will earn a MDQ for “unsafe gun handling” if they shoot a stage prop.

**Stage 1**  
**Bay 2**  
**Oct 2025**  
**Bordertown**  
**Warmup**



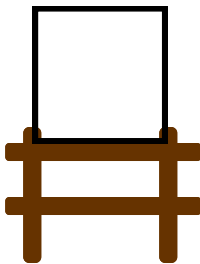
Rifle targets



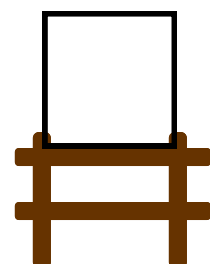
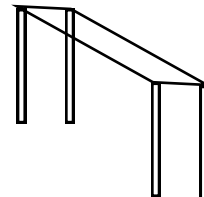
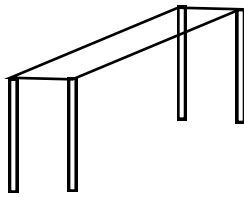
Shotgun targets



Pistol targets



Left Window



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered, Shotgun staged anywhere, Rifle staged anywhere, including vertically.

**Gun Sequence** Shooter's choice, Rifle not last.

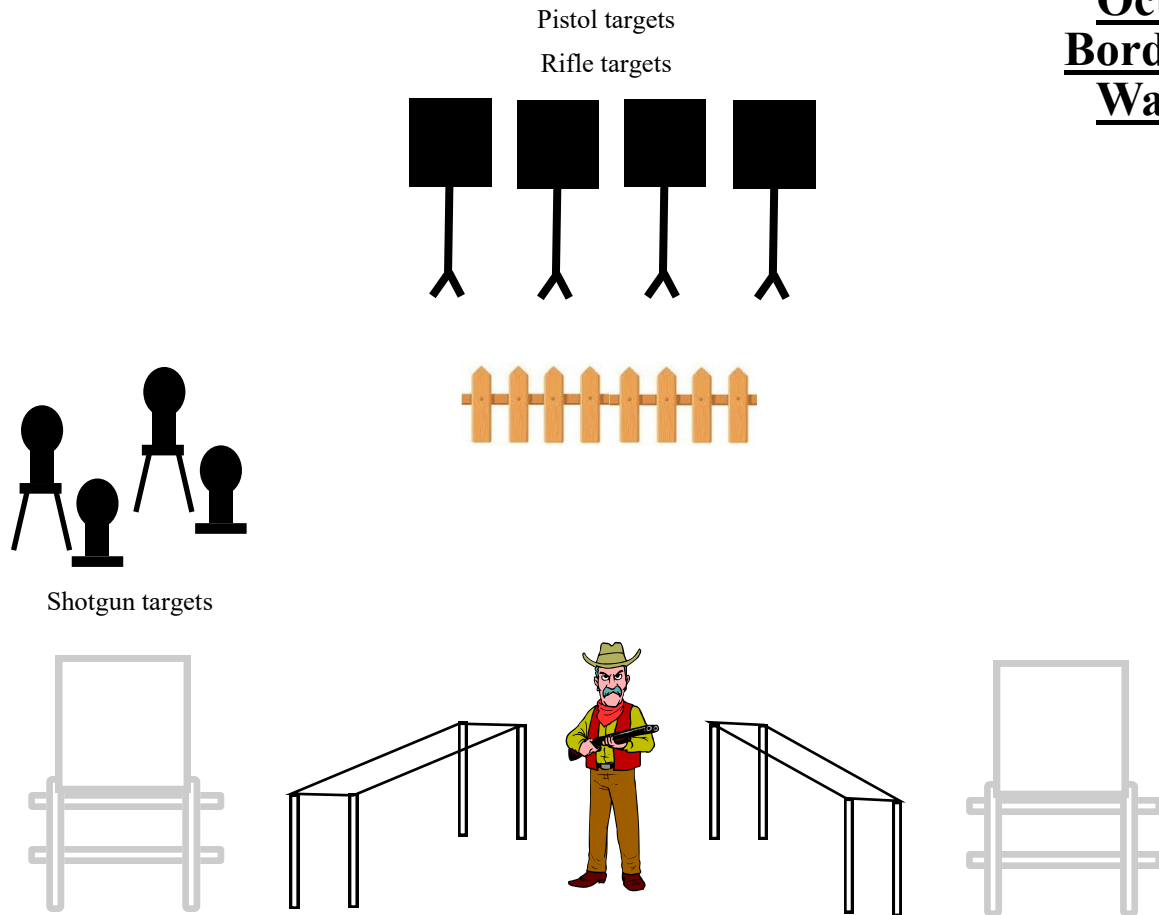
**Start** At any position, at the ready.

**At the Beep** Thru the Right Window, with the Pistols, shoot a 2-3-2-3 sweep by alternating on the two tombstones. You may start on either target.

From anywhere between the windows, with the Rifle, engage the four square targets with at a 2-3-2-3 sweep from either end. Make rifle safe anywhere, including vertically.

Thru the Left window, with the shotgun, engage the 4 shotgun targets in any order.

**Stage 2**  
**Bay 2**  
**Oct 2025**  
**Bordertown**  
**Warmup**



**10 PISTOL 10 RIFLE 2+ SHOTGUN**

**Staging** Pistols holstered, Shotgun staged on either table, Rifle in both hands.

**Gun Sequence** Rifle, Shotgun, Pistols.

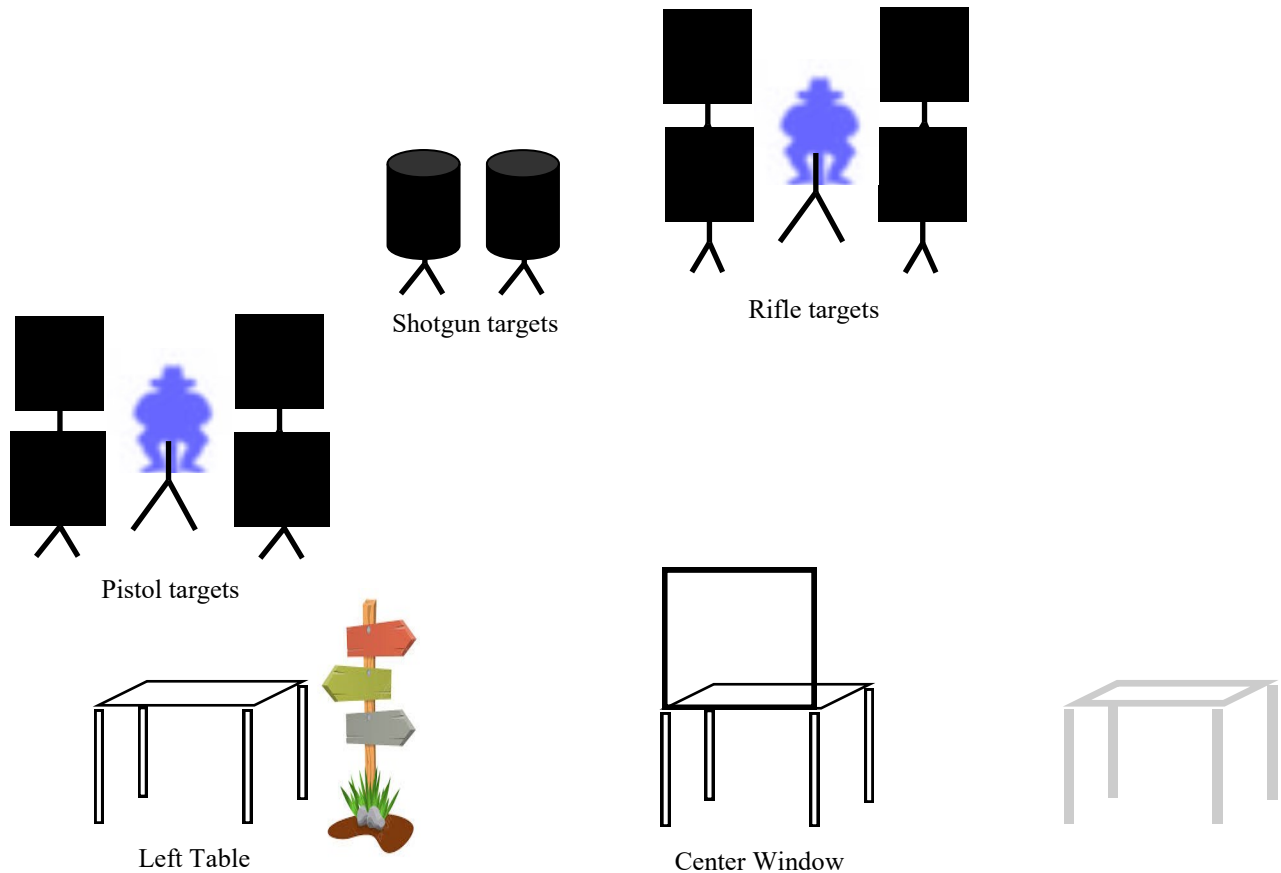
**Start** Anywhere between the tables.

**At the Beep** With the Rifle, shoot a continuous single tap Nevada sweep, starting on either end.  
Re-stage the rifle on either table at an angle to the appropriate side berm.

Then from anywhere between the Tables, with the Shotgun, knock down any 2 shotgun targets. Re-stage the shotgun on either table at an angle to the appropriate side berm.

Then from anywhere behind the short fence, with the Pistols, repeat the rifle instructions.

**Stage 3**  
**Bay 3**  
**Oct 2025**  
**Bordertown**  
**Warmup**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle and Shotgun staged anywhere.

**Gun Sequence** Shooter's choice, Rifle not last.

**Start** Any position, Both thumbs in any belt.

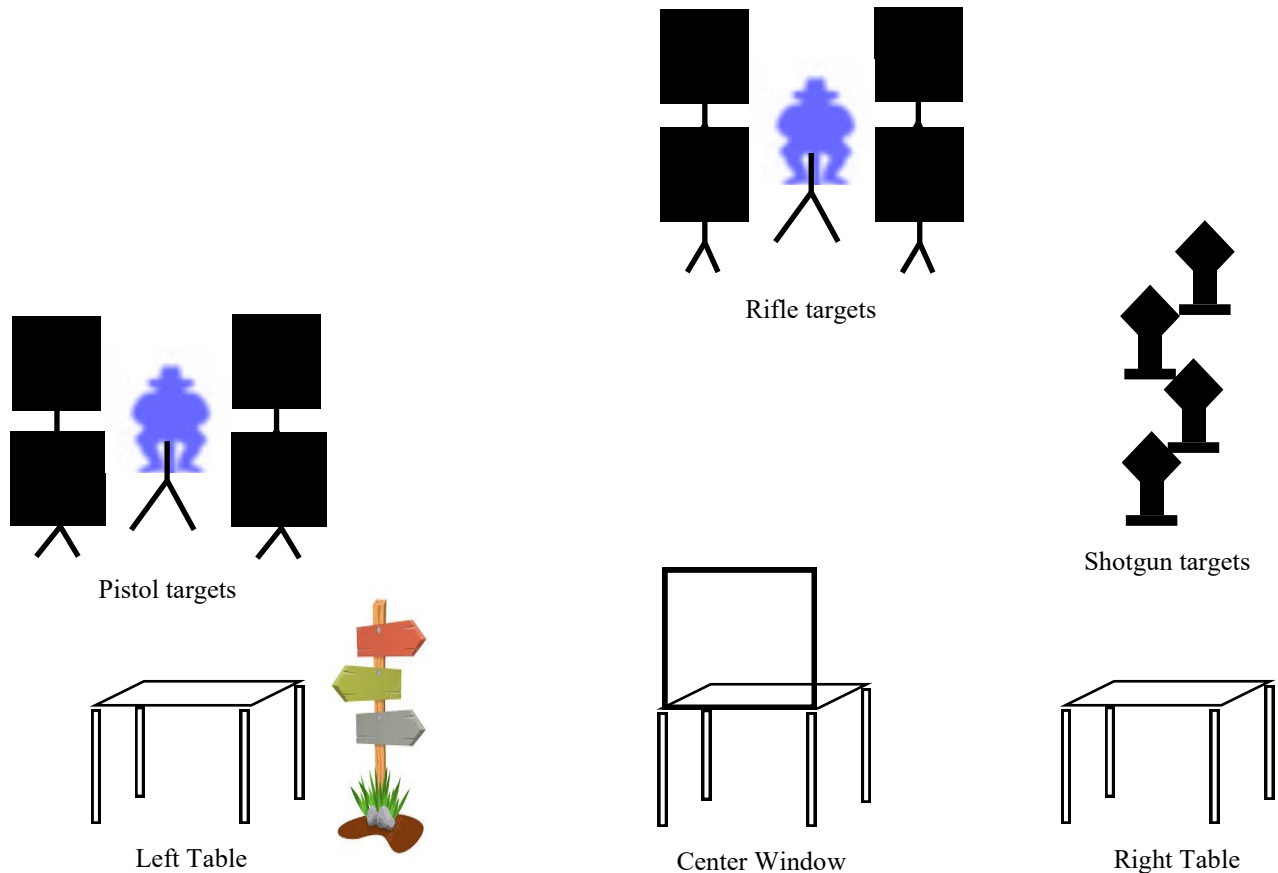
**At the Beep** Anywhere to the left of the Post, with the Pistols, single tap the four squares, then double tap the center Cowboy, then single tap the four squares for 10 rounds.

Thru the Center window, with the Rifle, repeat the pistol instructions on the rifle targets.

Anywhere to the right of the post, including the Center Window, with the Shotgun, engage the two gongs with alternating single taps for 4 rounds.

Note: the diamond shotgun targets are not in play for this stage.

**Stage 4**  
**Bay 3**  
**Oct 2025**  
**Bordertown**  
**Warmup**



**10 PISTOL 10 RIFLE 1+ SHOTGUN**

**Staging** Pistols holstered. Rifle and Shotgun staged anywhere.

**Gun Sequence** Shooter's choice, Rifle not last.

**Start** Any position, at the ready.

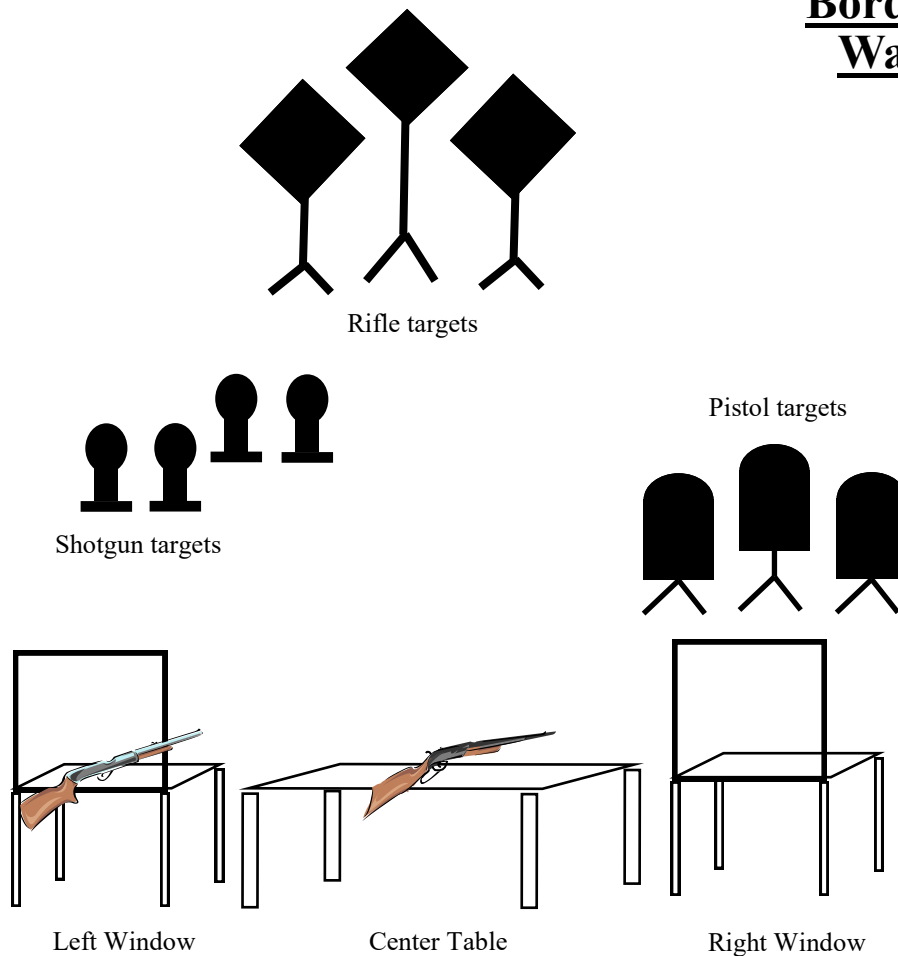
**At the Beep** Anywhere to the left of the Post, with the Pistols, shoot a 2-1-2 diagonal sweep on 3 targets starting on any square. Then, repeat the instructions on the other 3 diagonal targets.

Thru the Center Window, with the Rifle, repeat the pistol instructions.

Anywhere to the right of the center window, with the Shotgun, engage the 4 diamond shotgun targets. \* If you can get them all down with less than 4 shots - Great!!

Note: the gongs are not in play for this stage.

**Stage 5**  
**Bay 4**  
**Oct 2025**  
**Bordertown**  
**Warmup**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle on Center Table. Shotgun in Left Window.

**Gun Sequence** Shooter's choice, Rifle not last.

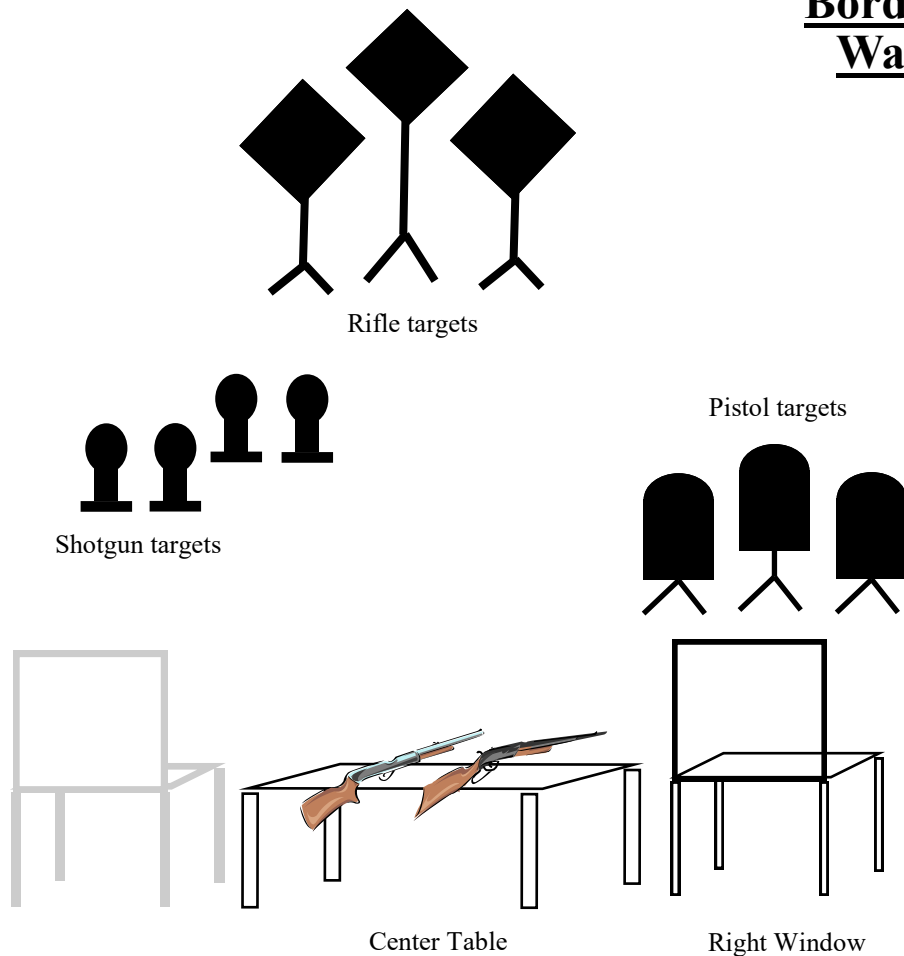
**Start** At any position, hands at low surrender.

**At the Beep** Thru the Right Window, with the Pistols, shoot a 1-3-1 sweep, starting on either end.  
Then repeat.

Anywhere between the windows, with the Rifle, repeat the pistol instructions.

Thru the Left window, with the shotgun, engage the 4 shotgun targets in any order.

**Stage 6**  
**Bay 4**  
**Oct 2025**  
**Bordertown**  
**Warmup**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle and Shotgun on Center Table.

**Gun Sequence** Shooter's choice, Rifle not last.

**Start** At any position, hands touching gun or guns.

**At the Beep** Thru the Right Window, with the Pistols, place 4 rounds on each outside target and 2 rounds on the middle target. This is a round count.

Anywhere between the windows, with the Rifle, repeat the pistol instructions, and with the shotgun, engage the 4 shotgun targets in any order.